

Do

PILGRIMS OF THE FLYING TEMPLE

QUICK PLAY AND REFERENCE

Do: Pilgrims of the Flying Temple is a cooperative storytelling game about helping people and getting into trouble. You and your friends will make a story about young travelers, the pilgrims, visiting a strange world and helping people there as best they can. Keep each other out of trouble while saving the world.

STUFF YOU NEED

3-5 Players

1-2 Hours

Pencils and paper

A trouble token for each player.

A pilgrim for each player

A bag with...

20 black stones

20 white stones

A letter for the whole group. For quick play, we suggest the letter "Swallowed Whole"

CREATING YOUR PILGRIM

Get a blank passport. (See the last page of this book.) To create your pilgrim, fill in the spaces at the top of your passport.

First, write "pilgrim" in the designated space. That title means your character is a young monk-in-training. She responds to letters written by people living on the small worlds orbiting the Flying Temple. She has the power to fly unaided, which is unique to pilgrims alone. She flies from world to world, helps people, and gets into trouble despite her best intentions. (For more, see P. 44)

Second, you write an adjective or verb in the space labeled "Banner." Then, in the space after "gets in trouble by," describe in six words or less how that word is a metaphor for how your pilgrim gets in trouble. (P. 45)

Third, write a noun in the space labeled "Avatar." Then, in the space after "helps people by," describe in six words or less how that word is a metaphor for how your pilgrim helps people. (P. 45)



HOW TO PLAY (P.46)

On your turn, you are the **storyteller**. The other players are called the **troublemakers**.

Step 1: Draw three stones and separate them by color. (P. 47)

Storyteller: Take the bag of stones. Without looking inside, put your hand in the bag and draw three stones. Reveal them to the whole group. Separate the stones by color.

Step 2: Choose the white stones or the black stones. (P. 47)

Storyteller: Keep either the white stones or the black stones. You'll keep the stones you chose for the rest of the game. Put the unkept stones back in the bag.

Step 3: Make the next part of the story. (P. 48)

Storyteller: Note the *number* of stones kept and if your pilgrim is or is not in trouble.

If **not** in trouble and...

...you kept three stones. (P. 49)

Storyteller: Write a sentence about your pilgrim helping someone. You may use one goal word.

...you kept two stones. (P. 50)

Storyteller: Write a sentence about your pilgrim helping someone. You may use one goal word.

Troublemakers: Write a sentence about this pilgrim getting into trouble. You may use one goal word. Put the storyteller's trouble token on her passport.

...you kept one stone. (P. 52)

Troublemakers: Write a sentence about this pilgrim getting into trouble. You may use one goal word. Put the storyteller's trouble token on her passport.

Storyteller: Write a sentence about your pilgrim getting herself out of trouble. Using a goal word does not count. Remove your trouble token.

...you kept zero stones (P. 54)

Troublemakers: Write a sentence about this pilgrim getting into trouble. You may use one goal word. Put the storyteller's trouble token on her passport.

If **in** trouble and...

...you kept three stones. (P. 55)

Storyteller: Write a sentence about your pilgrim getting herself out of trouble. Using a goal word does not count. Remove your trouble token.

...you kept two stones. (P. 56)

Storyteller: Write a sentence about your pilgrim getting herself out of trouble. Remove your trouble token. Using a goal word does not count.

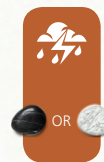
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...you kept one stone. (P. 55)

Storyteller: Write a sentence about your pilgrim getting herself out of trouble. Using a goal word does not count. Remove your trouble token.

...you kept zero stones. (P. 58)

Troublemakers: Write a sentence about the trouble getting worse. You may use one goal word. Keep the storyteller's trouble token on her passport.



Step 4: End your turn. (P. 59)

Everyone: If all the goal words are crossed out, go to "Epilogue." If everyone had a turn as storyteller this round, go to "End the Round." Otherwise, pass the bag to your left. That player is the next storyteller. She begins her turn from Step 1.

End the round.

Everyone: If any of you have eight or more stones, go to the epilogue. Otherwise, continue to a new round of play. The next storyteller starts her turn at Step 1.

EPILOGUE

Step 1: Each player ends the story. (P. 60)

Everyone: If all the goal words are crossed out, you get a “parades” ending. Write a sentence in the journal about your pilgrims being appreciated and praised for their efforts. Even if your pilgrim was in trouble at the end of the story, all is forgiven.

If even a single goal word is not crossed out, you get a “pitchforks” ending. Write a sentence in the journal about your pilgrim being chastised and driven away for their meddling. Even if your pilgrim never got into trouble during the story, she’s guilty by association.

Step 2: Update your pilgrim’s destiny points. (P. 62)

Everyone: Count how many black and white stones you kept during this story. For each black stone you kept, add one point to your pilgrim’s World Destiny. For each white stone you kept, add one point to your pilgrim’s Temple Destiny.

Your choices influence the direction of your pilgrim’s destiny, represented as World Destiny and Temple Destiny. These represent how much your pilgrim is compelled to leave or return to the temple after the pilgrimage.

Step 3: Your pilgrim gets a new name or ends her pilgrimage and finds her Do. (P. 63)

Everyone: Put all the stones back in the bag. Then decide whether you plan to play with this pilgrim again or if this is the last world of her pilgrimage.

If you plan to play again...

Everyone: If you kept more black stones, change your pilgrim’s banner. Describe how she now gets into trouble.

If you kept more white stones, change your pilgrim’s avatar. Describe how she now helps people.

If you kept an equal number of black and white stones, you may choose to change either the pilgrim’s avatar, banner, or both. Describe how she now gets in trouble and/or helps people.

Then put away your passport until the next time you play.

If this is the last world of the pilgrimage...

Everyone: If you have more World Destiny points than Temple Destiny points, your pilgrim achieves a World Destiny. Write a sentence on your passport about what your pilgrim does after she loses the title of “pilgrim” and takes on a worldly life.

If you have more Temple Destiny points than World Destiny points, your pilgrim achieves a Temple Destiny. Write a sentence on your passport about what your pilgrim does after she becomes a monk and leaves behind worldly concerns.

If you have a tie between World Destiny points and Temple Destiny points, your pilgrim transcends. Write a sentence on your passport about your pilgrim choosing her own destiny.

SAMPLE LETTER: SWALLOWED WHOLE by Ben Lehman

Dear Pilgrims on the
Flying Tempul

Hi how are you! My name is Melanie.

I come from a very small planet.

There is me, my house, my cat, and two trees (see drawing).

I am not so good, because my planet has been eaten by a whale.

It is a very small planet. I woke up and I was inside a whale.

I don’t want to get (more) eaten.

Please help!

your friend

Melanie (age 8)

P.S. Drawing is on other side.

P.P.S. I will make you cookies.



Goal Words:

Melanie

Melanie

eat

house

cat

trees

whale

whale

whale

cookies



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Quick Play and Reference** by Daniel
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Quick Play and Reference as a handout
for your one-shots, convention games
and demos.

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SAMPLE LETTER: SWALLOWED WHOLE by Ben Lehman



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Feel free to copy and print out this Quick Play and Reference as a handout for your one-shots, convention games and demos.

Deer Pilgrims on the
Flying Temple

Hi how are you! My name is Melanie.

I come from a very small planet.

There is me, my house, my cat, and two trees (see drawing).

I am not so good, because my planet has been eaten by a whale.

It is a very small planet. I woke up and I was inside a whale.

I don’t want to get (more) eaten.

Please help!

your friend

Melanie (age 8)

P.S. Drawing is on other side.

P.P.S. I will make you cookies.



Goal Words:

Melanie

Melanie

eat

house

cat

trees

whale

whale

whale

cookies